

Fig. 3

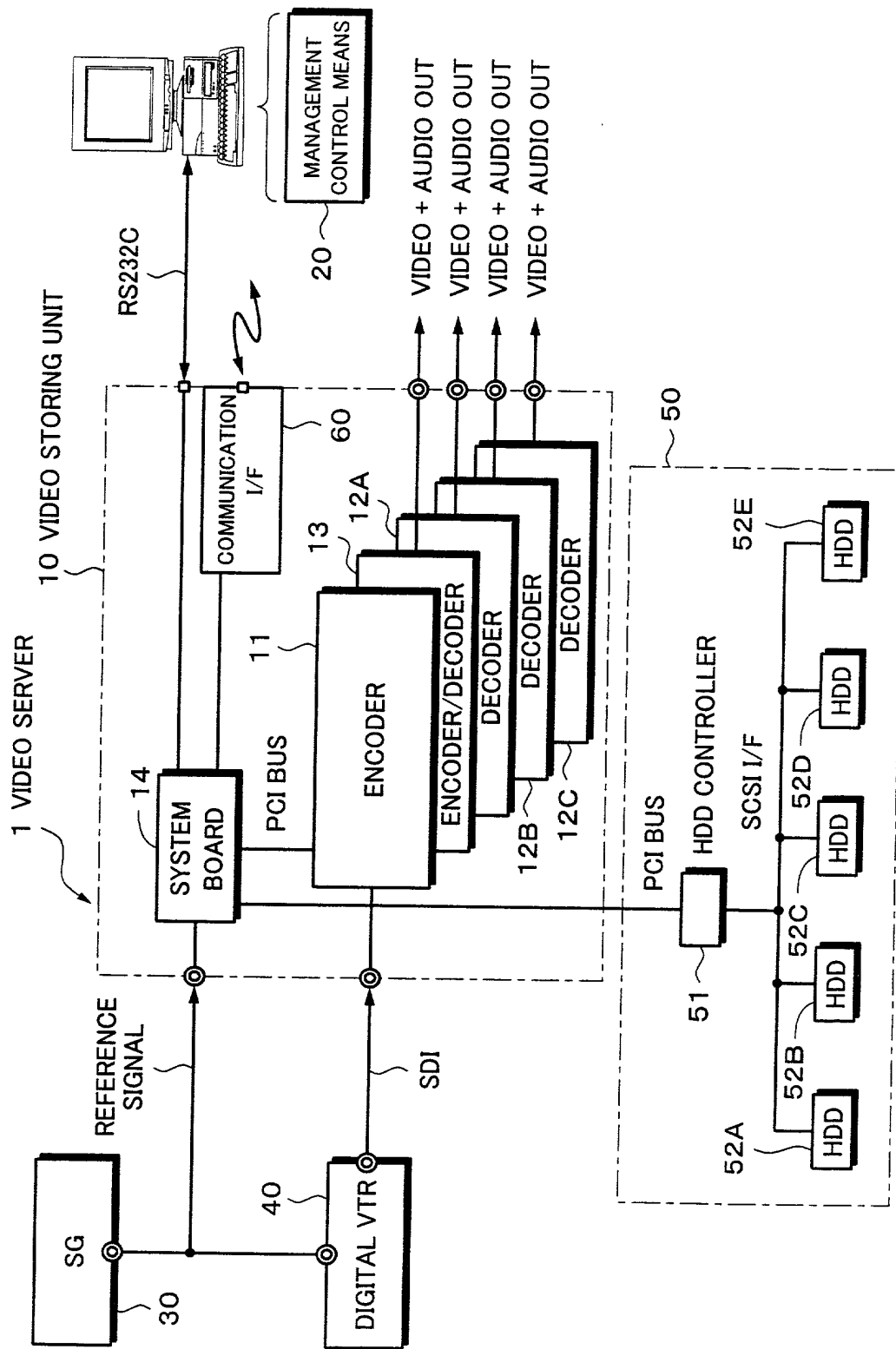


Fig. 4

VSR Network Set

Network

IP Address :

43 . 0 . 141 . 254

SubNet Mask :

255 . 255 . 255 . 0

Default Gateway :

0 . 0 . 0 . 0

OK

Cancel

Fig. 5

Remote Set

Remote

Place :

Tokyo

IP Address :

43 . 0 . 141 . 5

OK

Cancel

Fig. 6

Destination Set

No	Place	IP Address
01	Tokyo	43 . 0 . 141 . 5
02	HONG KONG	43 . 5 . 10 . 2
03	Nagoya	43 . 0 . 15 . 18
04	Osaka	43 . 0 . 125 . 2

Add List

Change

Delete

OK

Cancel

70

71

72

73

Fig. 7

Clip Transfer
Previous
Main Menu

Destination
80

Place :

AVPC34

☐ OverWrite Duplicate Clip

Remaining Transfer Clip :
000
78

Sort :

Clip ID

79

Clip ID
Title
Description
Duration
Rate

00000001	ABC MUSIC	OOOPPP	00:00:20:00	4
00000003	ABC	MMNNNN	00:00:03:00	4
00000004			00:00:04:00	4
00000005			00:00:05:00	4
00000006			00:00:06:00	4
00000007			00:00:07:00	4
00000008			00:00:08:00	4
00000009			00:00:09:00	4
00000010			00:00:10:00	4
00000301	EFHJLKL	VWXY	00:00:03:00	4
00000302	EFHJLKL	VWXY	00:00:03:00	4
00000303	EFHJLKL	VWXY	00:00:03:00	4
00000304	EFHJLKL	VWXY	00:00:03:00	4
00000305	EFHJLKL	VWXY	00:00:03:00	4
00000555			00:00:04:16	8
00001000			00:00:03:00	8
00001001			00:00:10:00	4
00001002			00:00:10:00	4
00003001			00:00:29:16	4
00004001			00:00:20:17	8
00004002			00:00:21:15	8

75

Cancel

81

Clear

76

74

77

Fig. 8A

Fig. 8

Fig. 8A | Fig. 8B | Fig. 8C

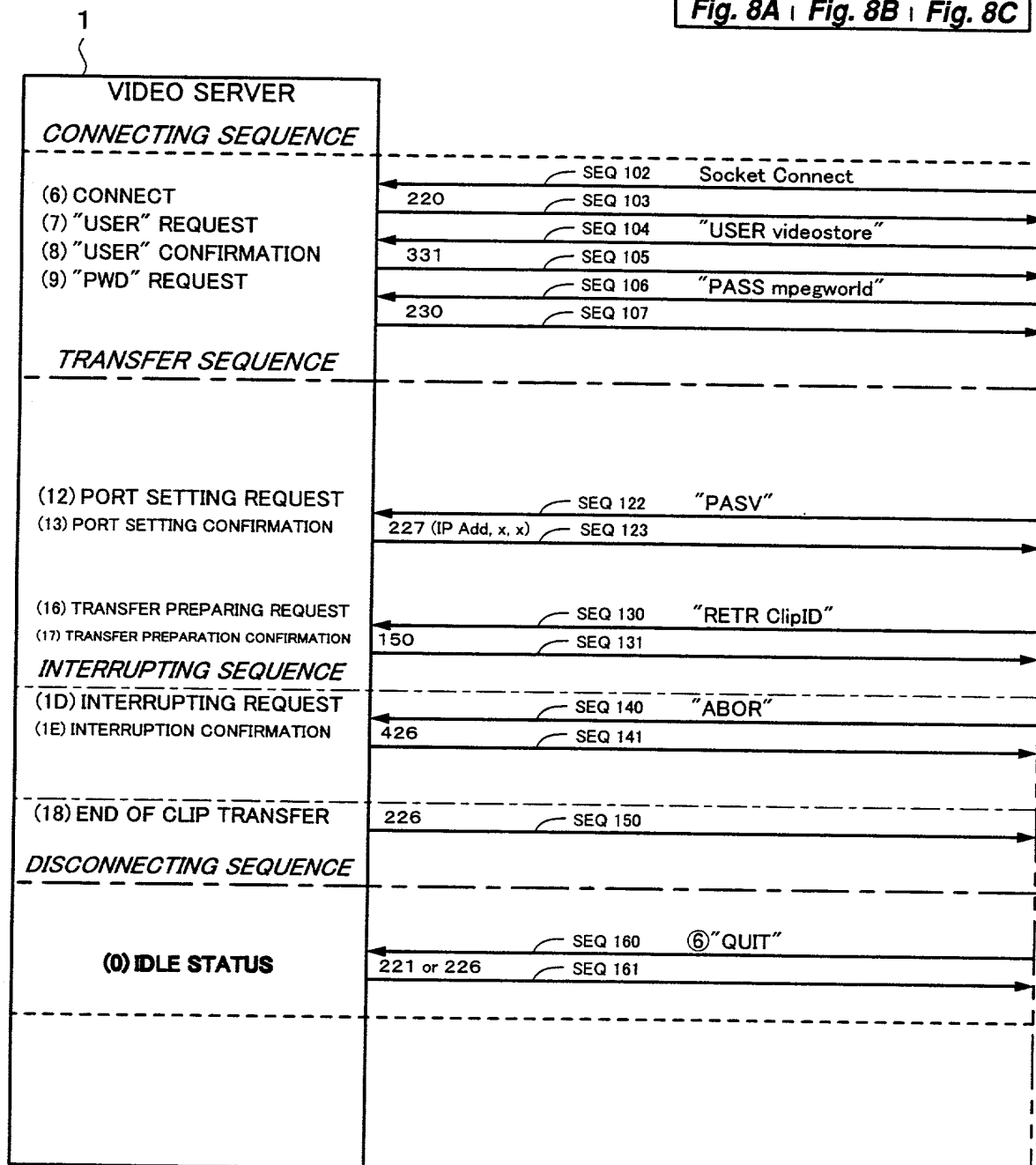


Fig. 8B

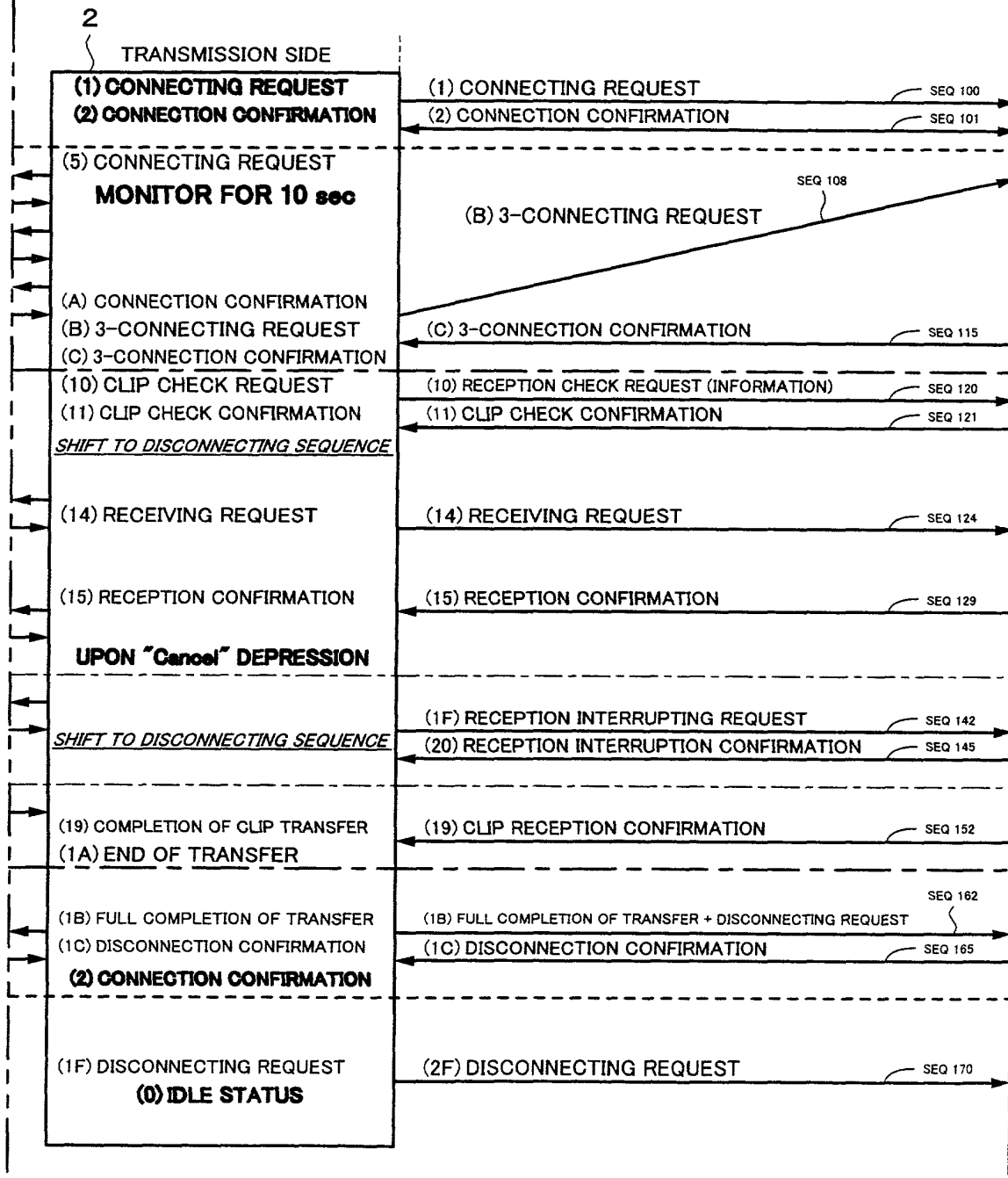


Fig. 8C

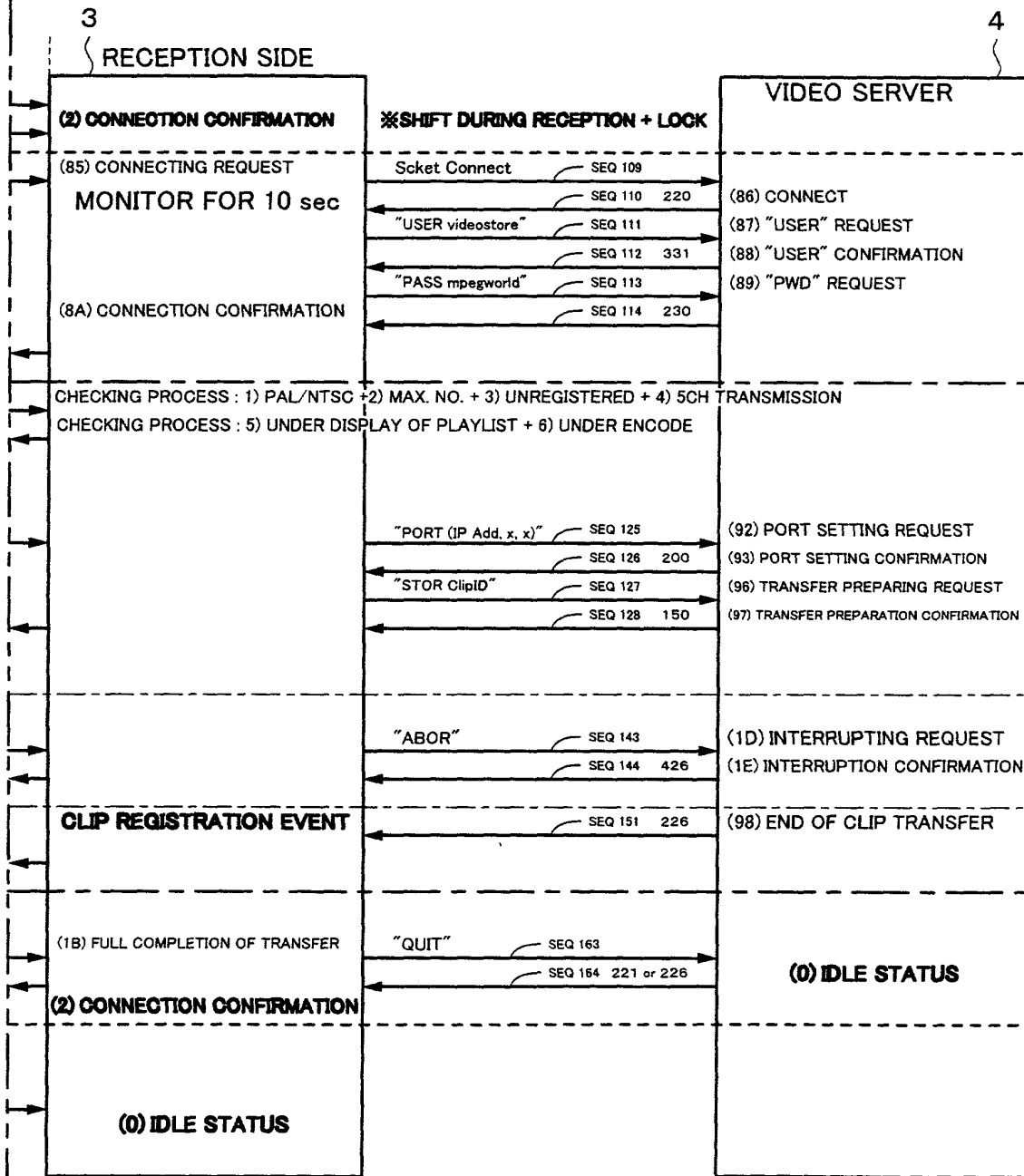


Fig. 9

```
typedef struct {
    UINT    len ;                      // DATA LENGTH
    UINT    message ;                  // MESSAGE
    UINT    ext_message ;              // EXTENSION MESSAGE
    BYTE    data[NETWORK_MSG_DATA_LEN] ; // BYTE DATA
} NETWORK_MSG ;
```